



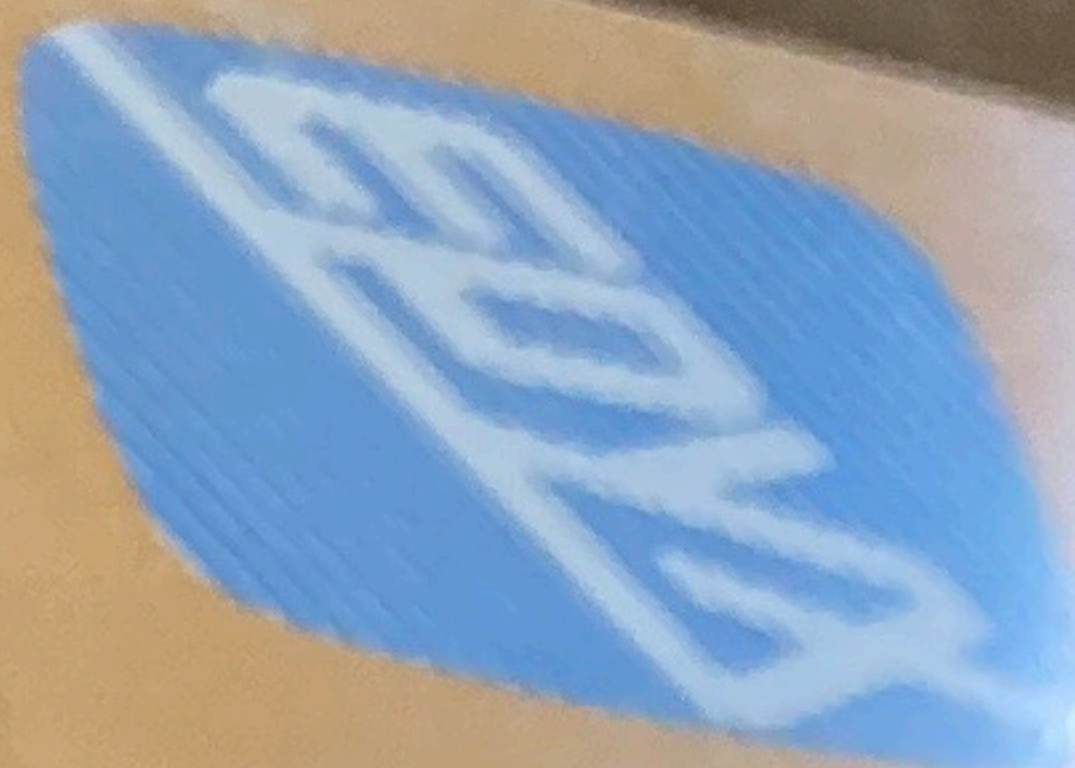
Disk for:
APPLE
(48K with Applesoft
in ROM) or
TRS-80
(32K & TRSDOS)

STAR WARRIOR



ARMED WITH NUCLEAR MISSILES,
BLASTER & POWER GUN,
YOU'RE ON A SEARCH &
DESTROY MISSION AGAINST
A MILITARY DICTATORSHIP!





STAR WARRIOR
ARMED WITH NUCLEAR MISSILES,
BLASTER & POWER GUN,
YOU'RE ON A SEARCH &
MISSION AGAINST
A MILITARY DICTATORSHIP!



STARQUEST-STAR WARRIOR

Computer Games Thinkers Play!

STARBIRD WITH MULTILEVEL MAP
TUTORIAL & PROM
VIDEO CON A
EDP

STAR WARRIOR

Disk for:
APPLE
(48K with Applesoft
in ROM) or
TRS-80
(32K & TRSDOS)

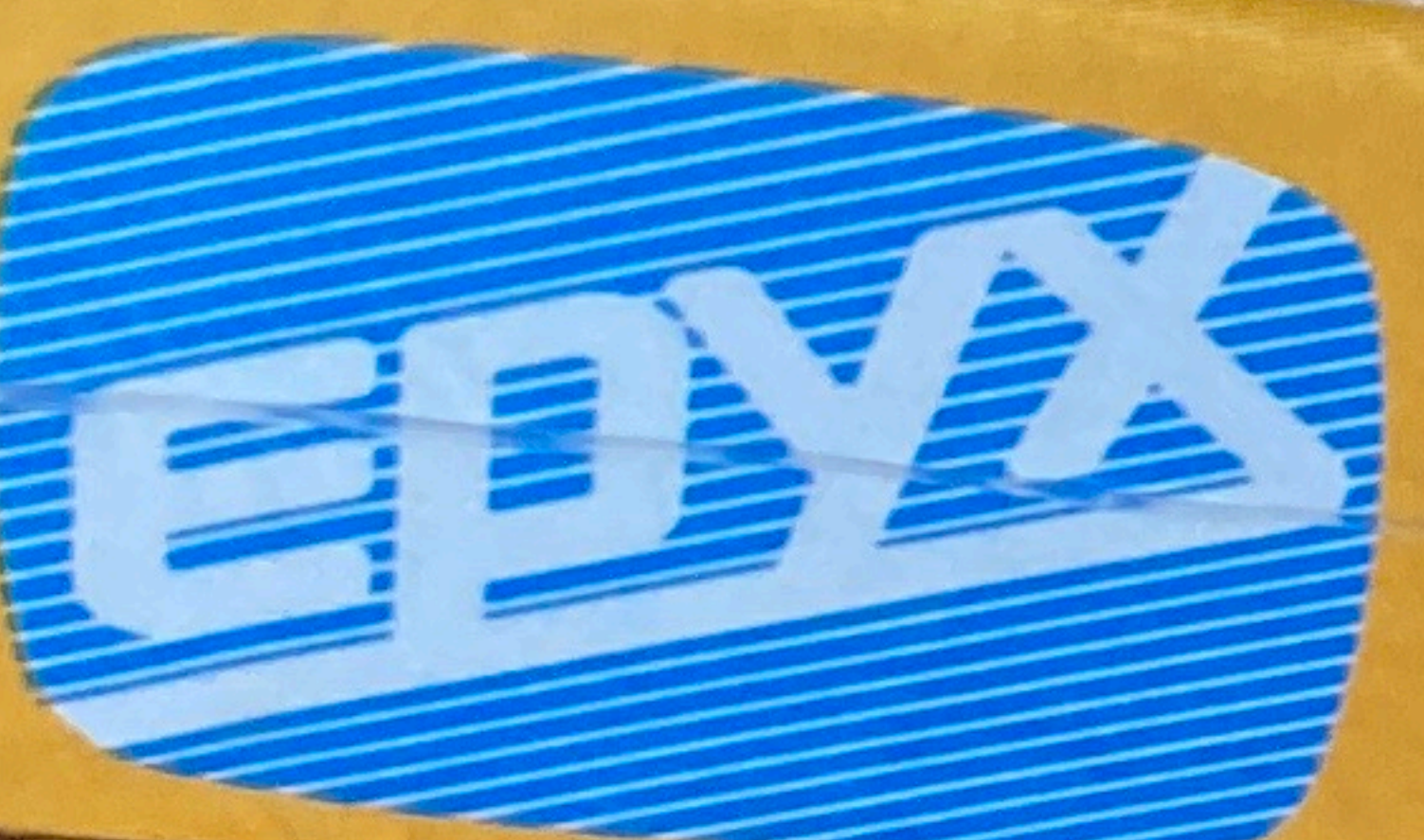
STAR WARRIOR

Disk for:
APPLE
(40K with Applesoft
in ROM) or
TRS-80
(40K & TRSDOS)



STAR WARRIOR

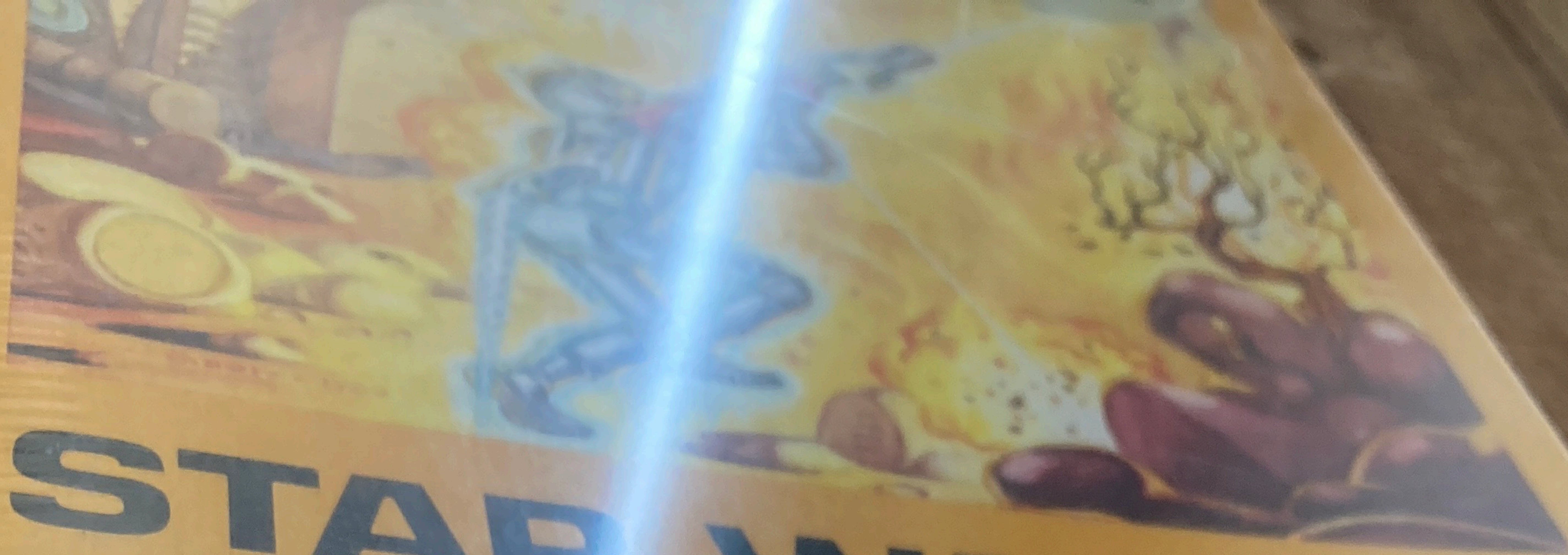
ARMED
WITH NUCLEAR MISSILES
BLAST YOUR ENEMIES
WITH NUCLEAR POWER &
POWERFUL WEAPONS
YOUTROX MIGHTY
DESTROY A MILITARY
A MILITARY



STARQUEST-STAR WARRIOR

Computer Games Thinkers Play

B42



STAR WARRIOR

ARMED WITH NUCLEAR MISSILES,
BLASTER & POWER GUN,
YOU'RE ON A SEARCH &
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STAR WARRIOR

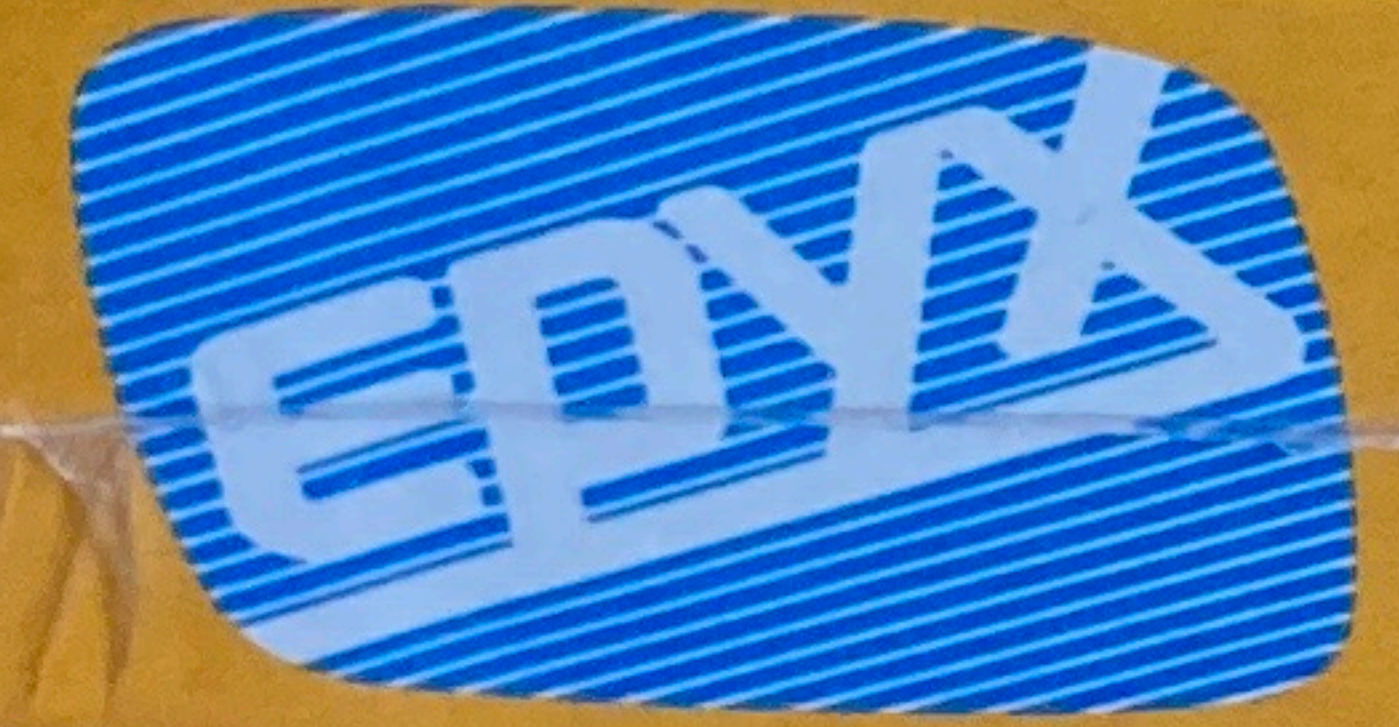


Disk for:
APPLE
48K with AppleSoft
(48K in ROM) or
TRS-80
(32K & TRSDOS)

STAR WARRIOR

ARMED WITH NUCLEAR MISSILES,
BLASTER & POWER GUN,
YOU'RE ON A SEARCH &
A MILITARY DICTATORSHIP!

STARQUEST-STAR WARRIOR
Computer Games Thinkers Play



EPYX STARQUEST STAR WARRIOR*

In this STARQUEST, you are a star-taring knight bound tightly by your code, a mercenary with a cause. You are a Fury, an interplanetary avenger, called on a mission of justice and danger, called on by the people of the planet Fornax to free them from the rule of an oppressive military governor. You must take on an entire Outnumbered by storm troopers alone! Outnumbered by robot tanks, of the Stellar Union, you'll always be on the lookout for hover craft, rapid firing artillery—even the deadly, rapid firing "Mauler"—nine types of enemy vehicles in all. But you're far from helpless.

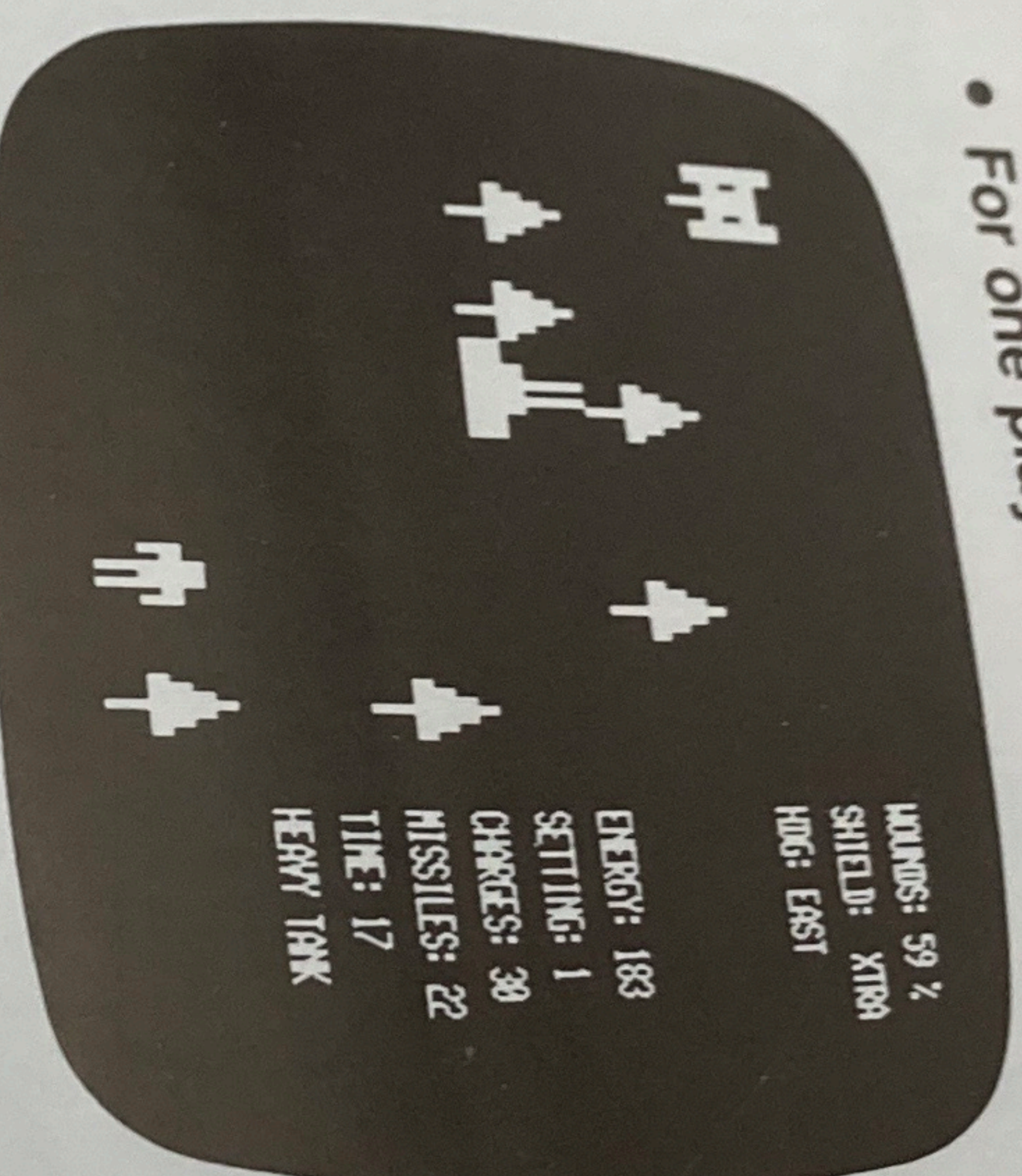
When you play "Star Warrior," you'll walk, jump—even fly—over swamps, forests and mountains. Six different sounds and even better graphics than our DUNOQUEST series make "Star Warrior" more fun, and, the emphasis is on fast action and challenge.

Choose from 19 command options, several suits of powered armor, 5 levels of skill and 2 scenarios. In Scenario One, you must divert your enemy from the main attack. Your aim is to destroy as many military installations and vehicles as you can before you are recalled. You can even set your own time limit, so you can play for as little or as long as you like! In Scenario Two, you must track down and destroy the tyrannical military governor and his staff. You'll use sophisticated electronic direction finding equipment to find your targets. You have decoys to fool your enemy, and you are equipped with nuclear missiles, blaster and power gun. The governor is always on the move, so you never know where you'll find him next!

But like your mythical namesake, you are a Fury—a soldier of daring and courage, and the people of Fornax are depending on you!

- Graphics! Computer-generated map! (Apple uses high-resolution and color!)

- Sound!
- Real time!
- Two different scenarios!
- For ages 10 through adult
- Complexity: Intermediate
- Playing time: 10 to 40 minutes
- For one player



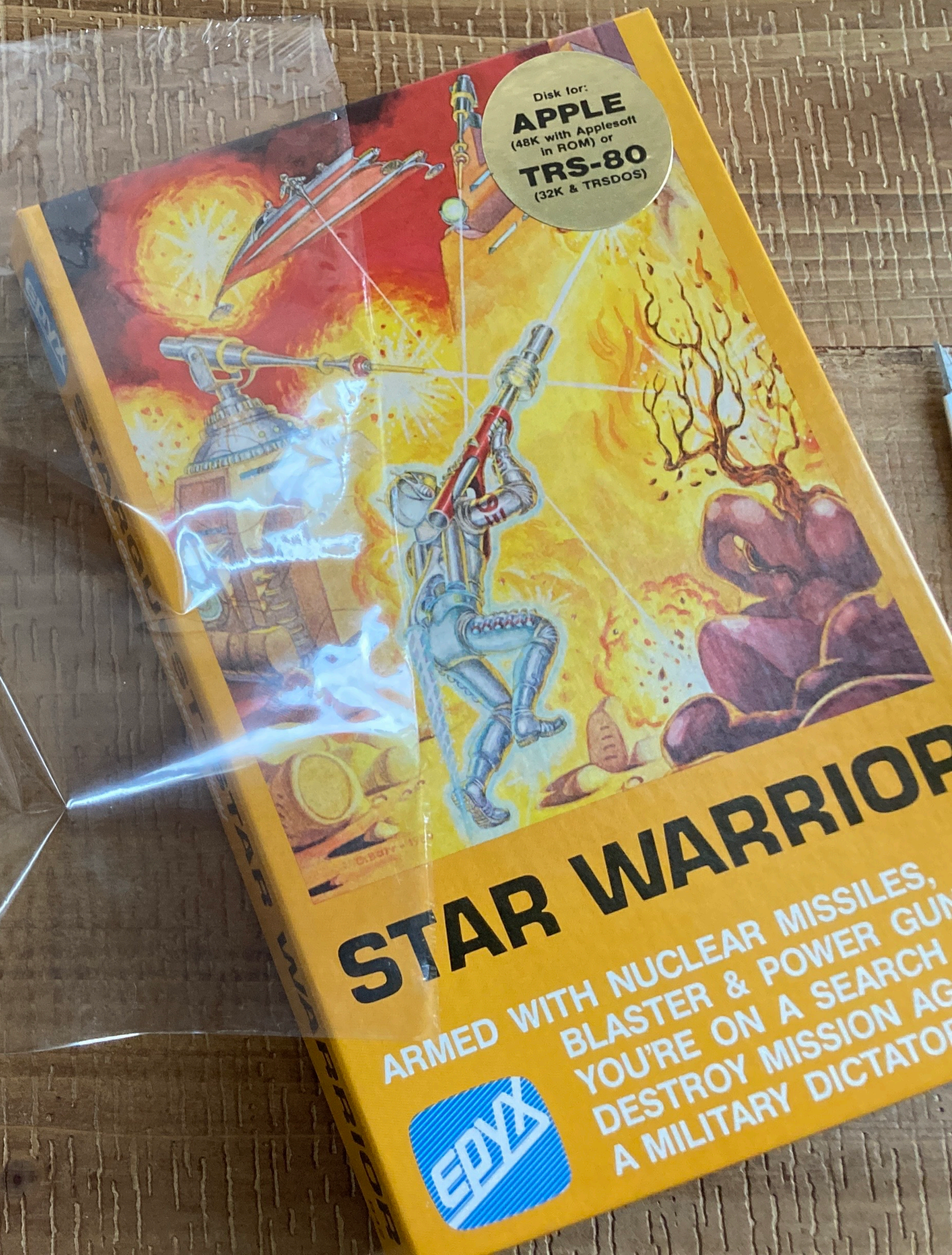
Star Warrior during play on the TRS-80 computer.

GAME CONTENTS:

- *Player's Handbook*
- *Command Summary Card*
- *Map Card*
- *Game program & data files for your computer*

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Mountain View, CA

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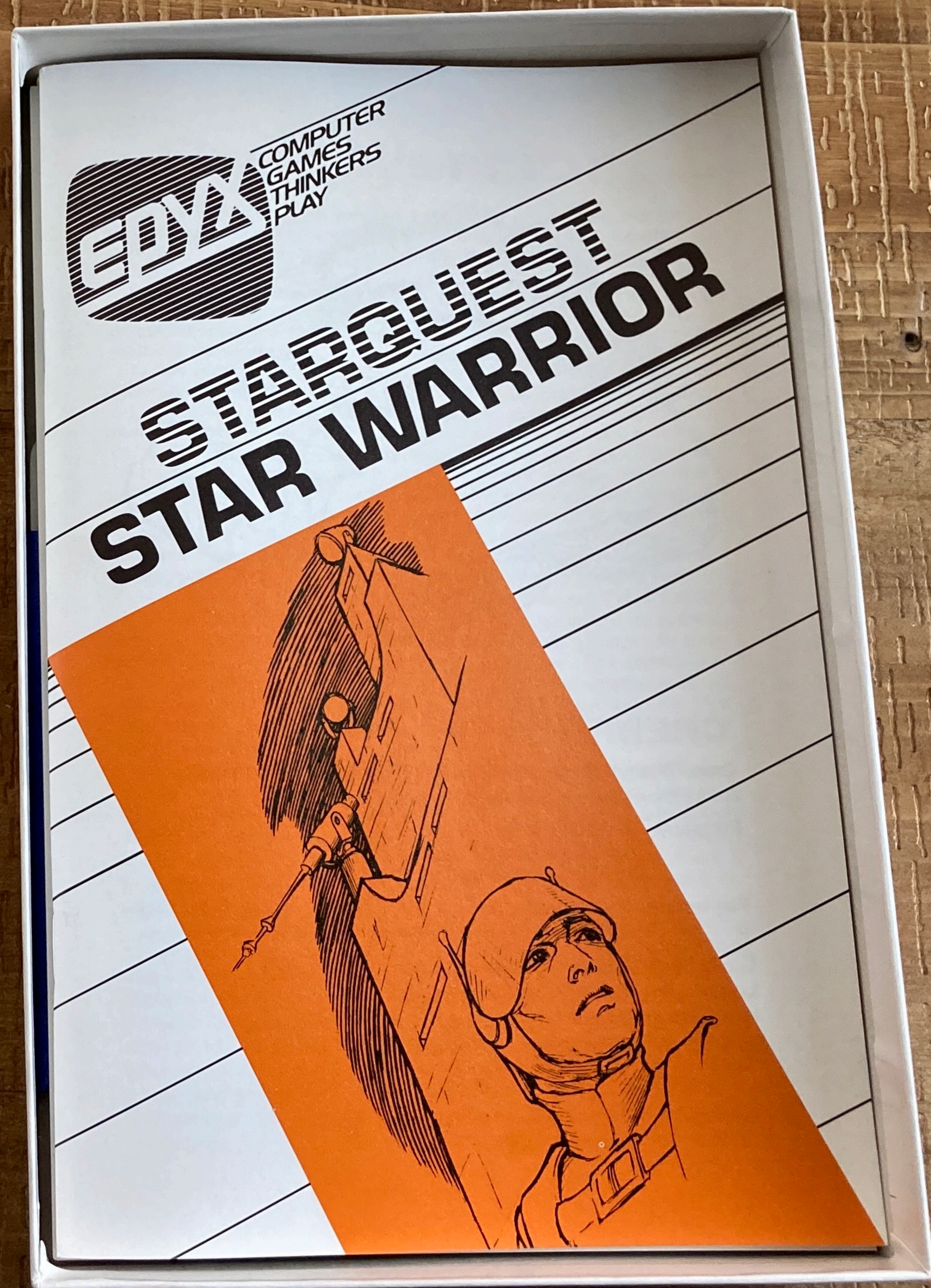
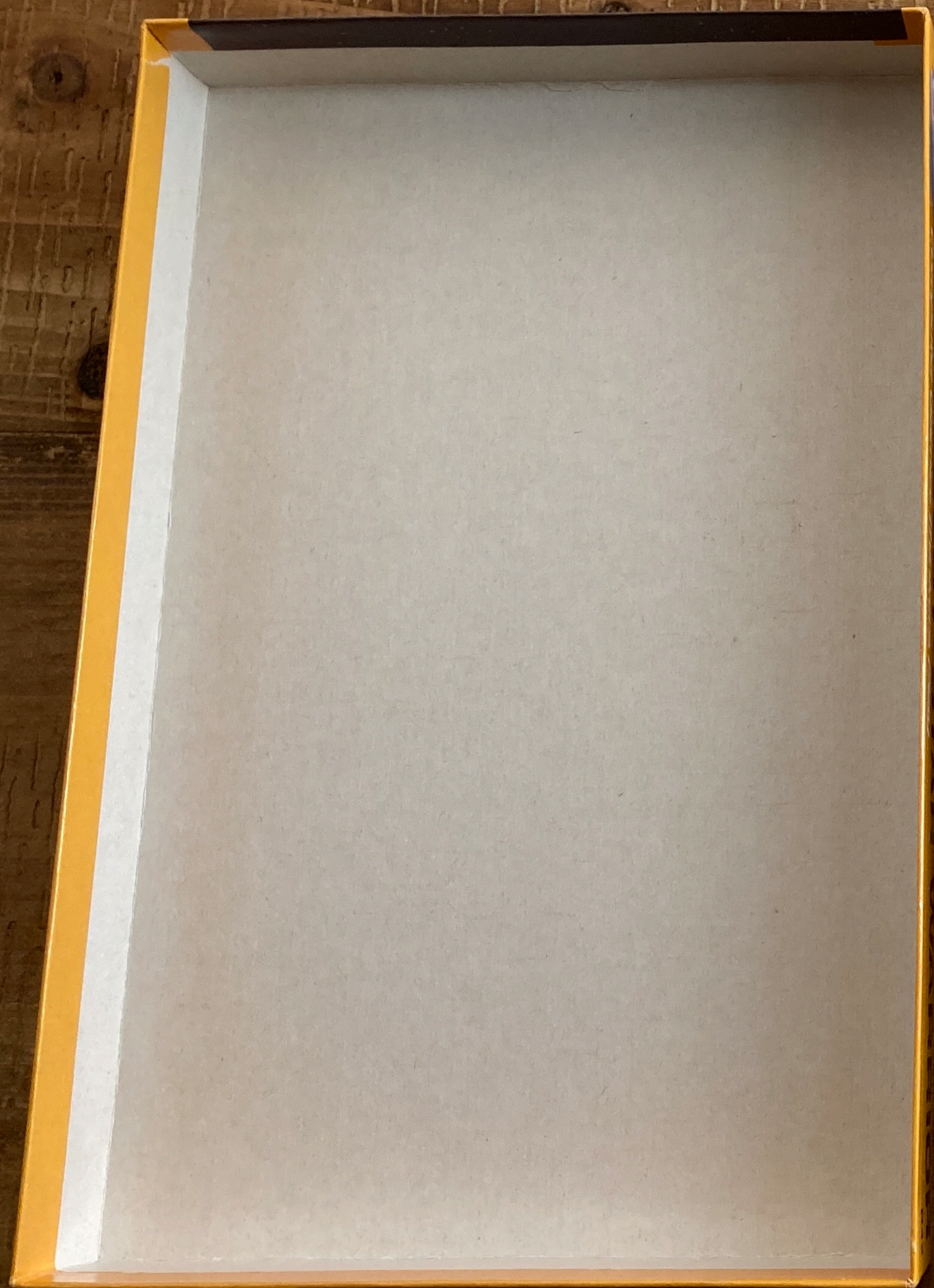


Disk for:
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STAR WARRIOR

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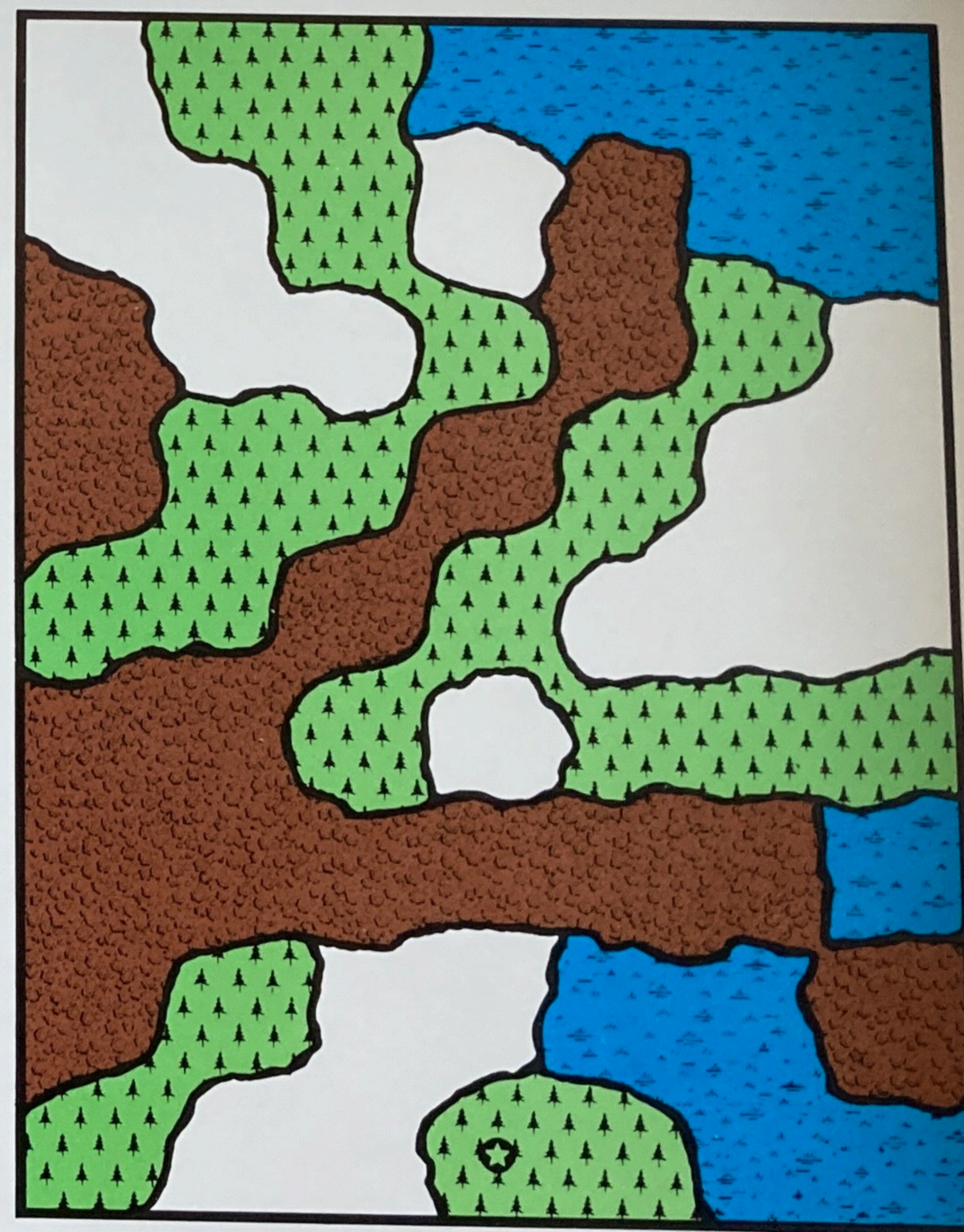
COMPUTER
GAMES
THINKERS
PLAY

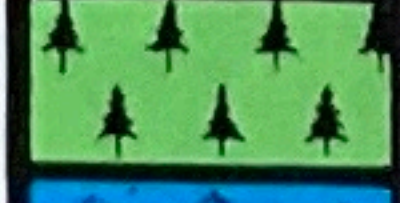
EPYX



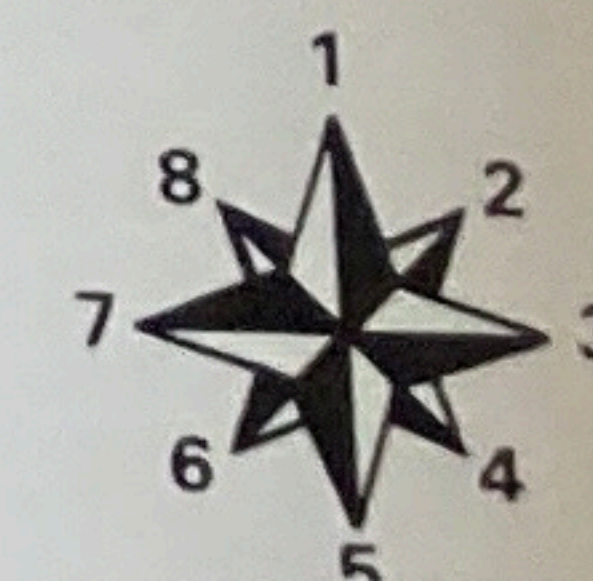
STAR WARRIOR.....

SCENARIO #1



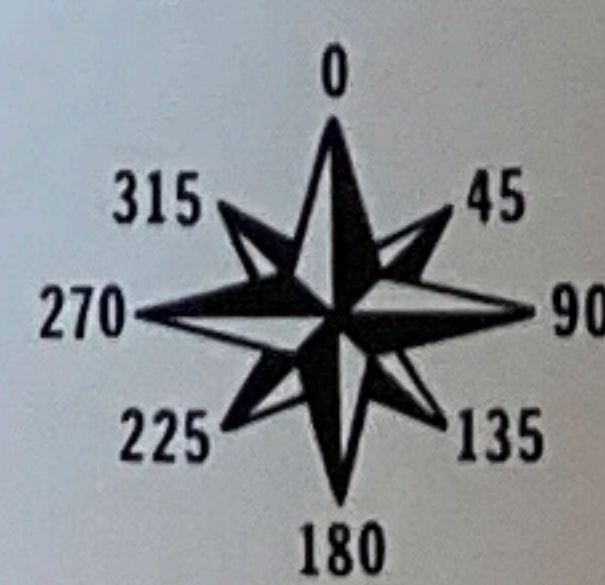
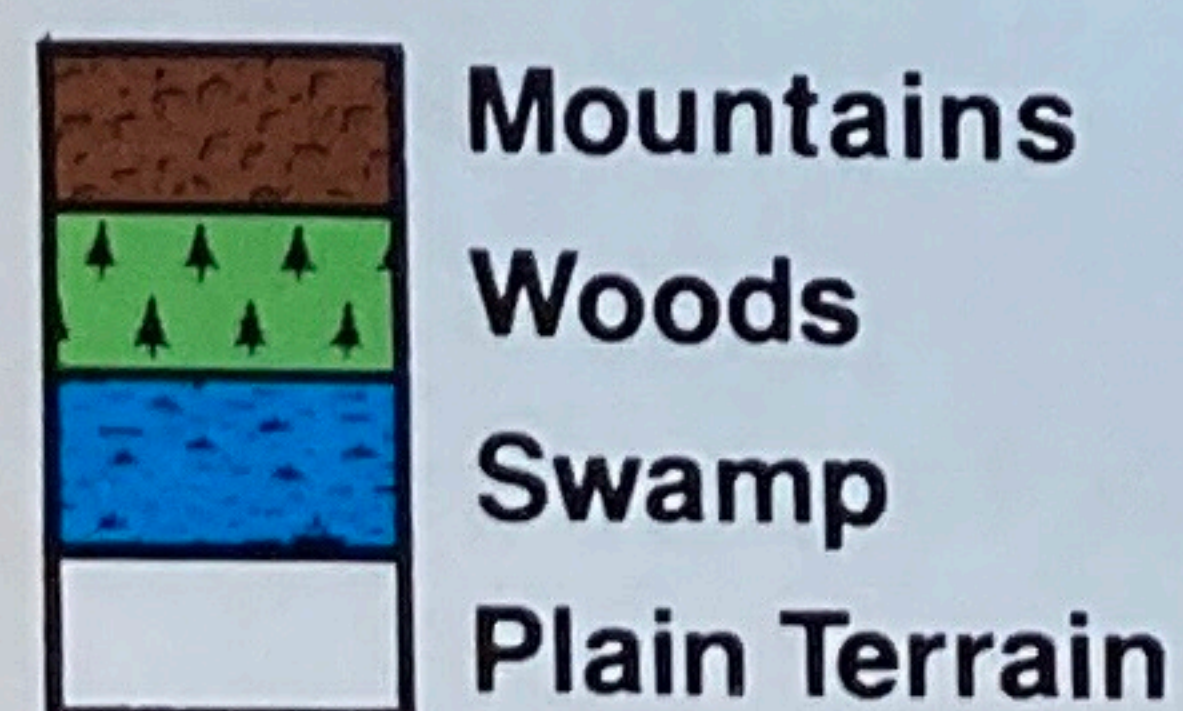
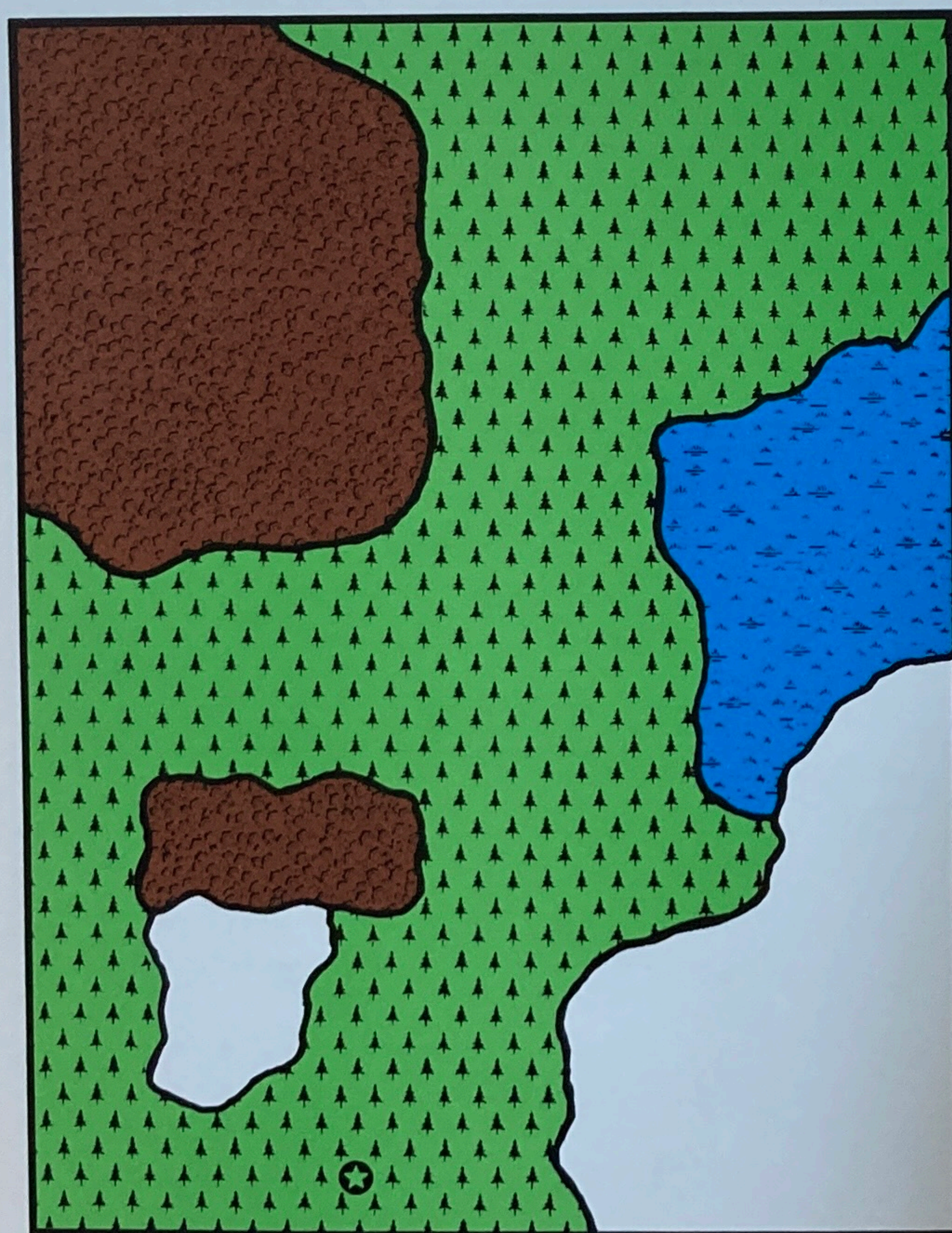
-  Mountains
-  Woods
-  Swamp
-  Plain Terrain

 Your
Starting
Position



STAR WARRIOR.....

SCENARIO #2



Star Warrior

Table 1. Movement Commands

What You Enter	Meaning
#1 to 9	Move forward 1 to 9 spaces
J	Jump
T	Take off/Land
R	Turn right 45°
L	Turn left 45°
V	Turn around (<i>volte-face</i>)

Table 2. Combat Commands

What You Enter	Meaning
M (& 2 numbers)	Launch missile. Followed by message: AZIMUTH? Enter the number (1-8) that corresponds to the direction you want. Followed by message: RANGE? Enter the number (1-0 or SHIFT and 1-9) that corresponds to the range you want.
B	Fire blaster
F	Fire powergun
P	Set powergun (for range). Followed by message: TO WHAT? Enter the number (1-9) of the new range factor setting you want.
S	Force shield on/off (low power)
X	Force shield on, high/low

Table 3. Special Commands

What You Enter	Meaning
I	Infravisibility on/off
D	Release decoy
H	Hide
E	Activate emissions sensor
O	Observe installation
C	Check subsystem status
A	Activate auto-repair system
W	Check current score (winning?)

SUMMARY OF PLAY

In **Star Warrior**, you become one of the Furies—a paladin in powered armor on a mission to the planet Fornax. The emphasis is on fast action: you can walk, jump, or fly over swamps, woods, mountains, or plain terrain and combat a variety of enemy units with three diverse weapon systems. You can get started right away with the basics on this card; the Battle Manual explains everything in greater detail.

First locate the Special Instruction Sheet for your particular computer version, and load the cassette or disk into your computer according to those instructions.

Next, in the "pre-game" options, pick Scenario One, Level of Difficulty 1, and Suit 1 (the Dragoon). For PLAYING TIME, try 20.

The map card shows your starting position and the terrain of the 7 × 9 kilometer "playing field" for each scenario. Terrain affects sighting (the chances of spotting an enemy unit or being spotted by one) and movement: in plain terrain (a clear screen with no terrain symbols), movement on the ground is faster, and sighting is easier.

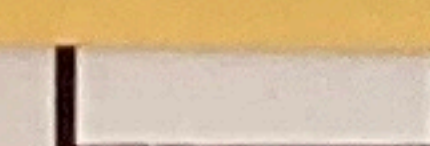
The 20 commands you can use during the game are described on the reverse side of this card. (Details are given in the Manual, but note that **I** and **D** are not available to the Dragoon.) **Do not use** the ENTER/RETURN key, and, to minimize confusion, type a letter command only when **?** is displayed.

The computer depicts the game situation both textually and graphically. The major portion of the screen represents an area about one kilometer across (1000 meters = .6 mile). The half-dozen identical symbols scattered about the screen indicate the sort of terrain in that area (e.g., trees = woods).

You are the more-or-less human-looking figure initially in the middle of the screen. Other symbols represent installations or enemy units, all of which are hostile. The **O** command can identify the type of installation (FORT, MILITARY, or CIVILIAN—the latter **not** being a legal target) or tell you when it has been DESTROYED by your missiles. (Blaster and powergun have no effect on installations.) Other enemy units (INFANTRY, ROBOTANK, FLITTER, etc.) will be shown (and identified) only if **you** see **them**; you may be shot by an unseen unit or perhaps spot one before it sees you.

WOUNDS are healed slowly but automatically by the medical system, but you are dead at WOUNDS: 100%. You may try to repair subsystems that are DOWN by using the **A** command.

In Scenario One, your aim is to work your way generally northward, destroying forts, military installations, and mobile units as you go. The **E** command will tell you whether there is an installation in each of the areas adjacent to the one you're in. (It works differently in Scenario Two.) When RECALL! is displayed, head south for your recovery ship. The game ends when you exit off the south edge of the "playing field."

 Plain terrain

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STAMP

Warranty/Registration
EPYX/Automated Simulations
1043 Kiel Court
Sunnyvale, CA 94086

The software and instructional materials included in this package are sold 'AS IS' with no warranty as to performance or fitness. The entire risk as to the quality or performance of the software is assumed by you.

To the original purchaser only, Automated Simulations, Inc. warrants the media to be free from defects in material for 30 days. If during that period a defect should occur, the software may be returned to Automated Simulations and we will replace the media at no charge to you. If at any time after the initial 30 day period your media becomes defective, the media may be returned to Automated Simulations and we will replace the media for a \$5 service charge. To insure identification as the original purchaser please complete and mail the attached Registration/Warranty card.

Any person/persons reproducing any portion of this program, in any media, for any reason shall be guilty of Copyright Violation and shall be subject to civil liability at the discretion of the copyright holder.

Warranty Registration

Name (Please Print) _____

Address _____

City, State, Zip _____

Software Purchased _____ Date Purchased _____

***** Please check the appropriate answer *****

I purchased this software from: ☐ Hobby Shop ☐ Computer Store
☐ Automated Simulations/Epyx ☐ Other _____

My Computer is: _____
☐ 16K or Less ☐ 24K ☐ 32K ☐ 48K ☐ Disk Drive ☐ Printer

Which other Automated Simulations/Epyx games do you already own? _____

My age is: ☐ Under 18 ☐ 18-24 ☐ 24-35 ☐ 35-50 ☐ Over 50

Which magazines do you read? _____

What is your primary occupation? _____

playing field.



Power up your machine with the disk (TRS-80 side up) in drive 0.
The minimum configuration for this program is 32K with TRSDOS. To run this program on a Model III, you need to use the TRSDOS conversion utility found in the TRSDOS Manual. Model I, Level II users do not need to do anything extra.

TRS-80

READ ALL INSTRUCTIONS UNDER YOUR COMPUTER BEFORE BOOTING YOUR DISK!!

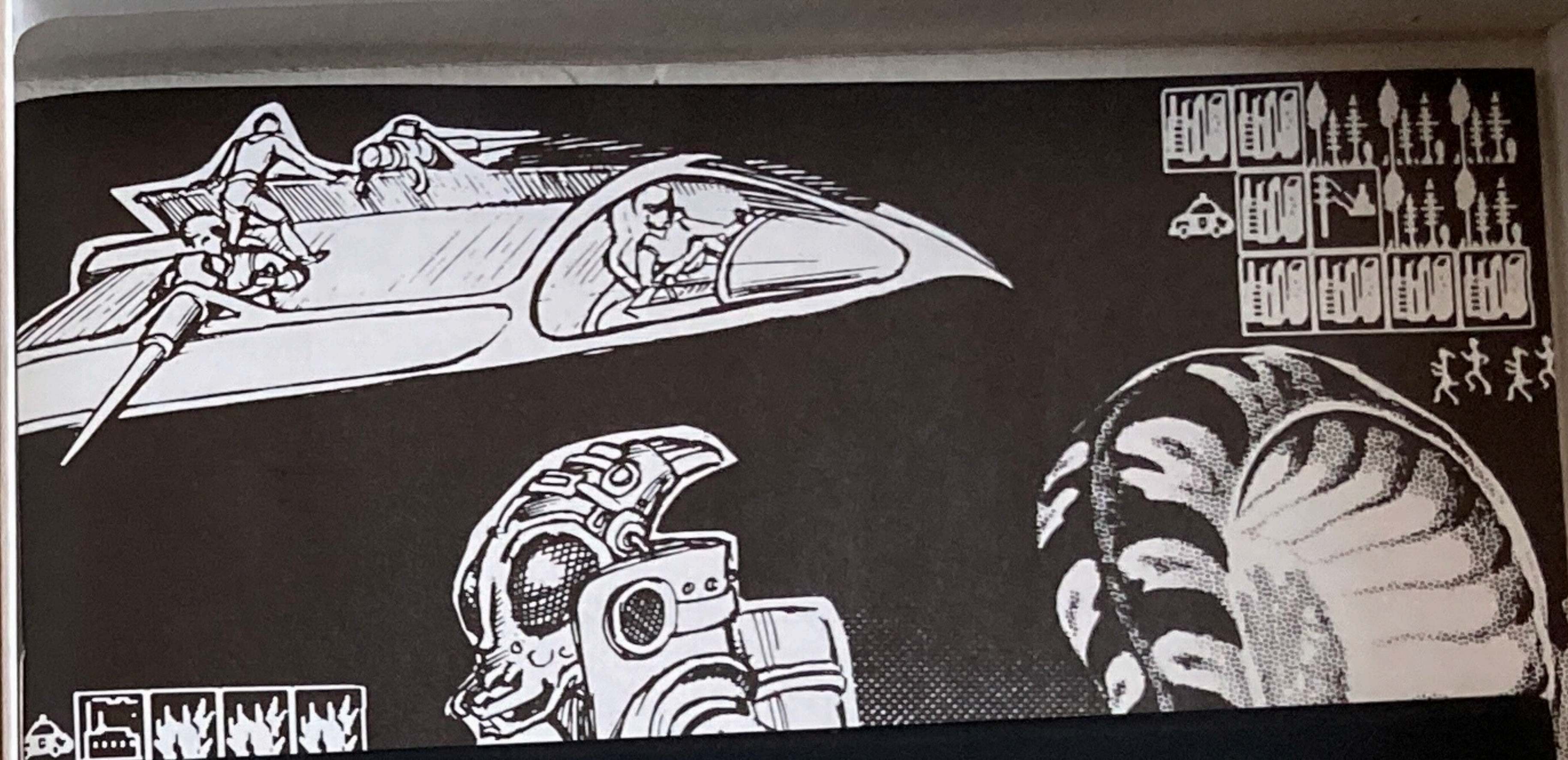
The enclosed disk contains two versions of STAR WARRIOR, the TRS-80 version on one side, and the Apple version on the other. This instruction sheet explains how to load the disk. For instructions on how to play the game, read the enclosed rule book.

HOW TO LOAD
STAR WARRIOR
DUAL FORMAT DISK

AS
he
Hia
ct
ve
ay
to
ge.
he
or
ivil

Name (Please Print) _____
Address _____
City, State, Zip _____
Software Purchase _____
I purchased _____
My Computer _____
Which other _____
My age is: _____
Which magazine _____
What is your _____
"play _____

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42



STAR WARRIOR
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TRS-80 **REQUIRES 32K WITH TRSDOS**

Fantasy at Your Fingertips.™

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OF GAMES

STAR WARRIOR

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APPLE

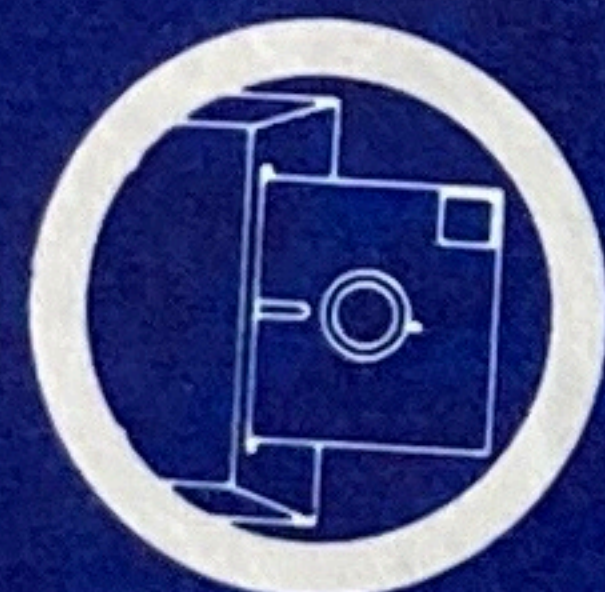
REQUIRES 48K
& APPLESOFT
IN ROM

Operating System © Apple Computer, Inc. "Apple Computer, Inc. makes no warranty, express or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose."

For extended media life—
here's how to take care of your flexible disk



Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.



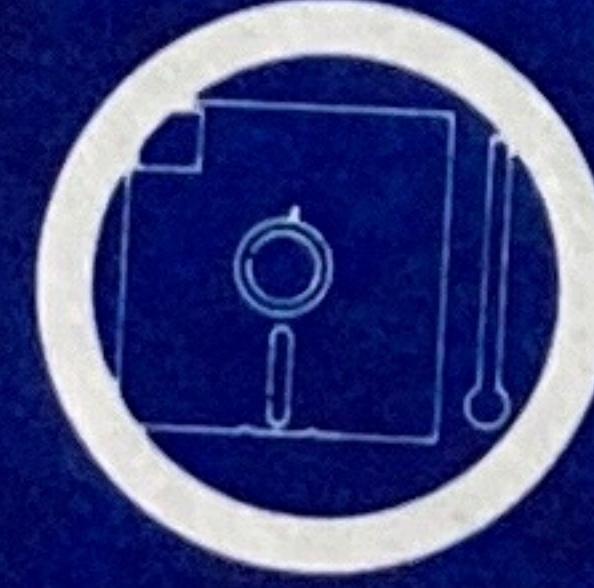
Magnetic fields erase.
Keep them far away.



Keep it safe—
in the jacket
when not in use.



Bending and folding
may damage.
Handle with care.



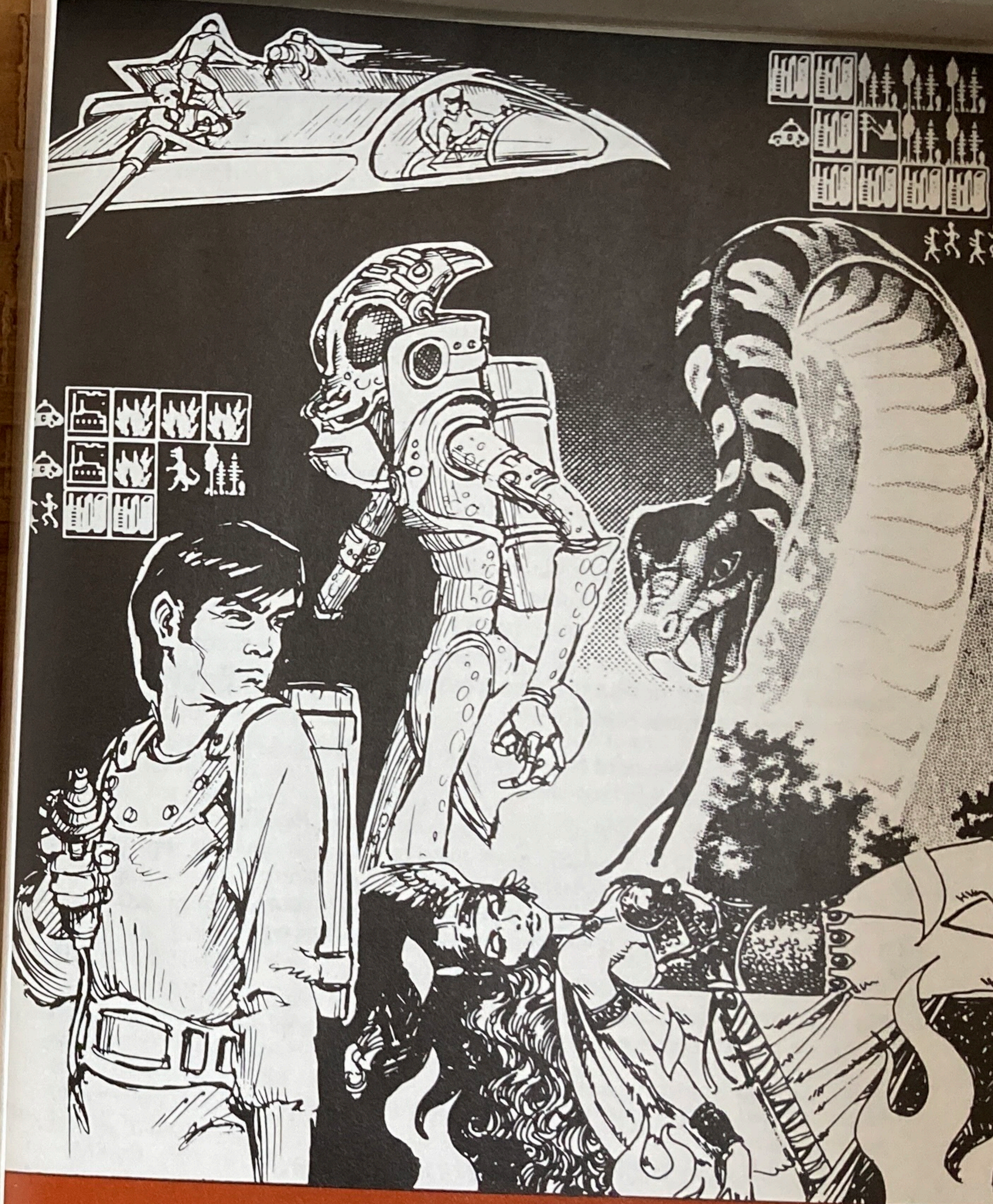
Keep disks comfortable.
Store at 10° to 52° C.
50° to 125° F.



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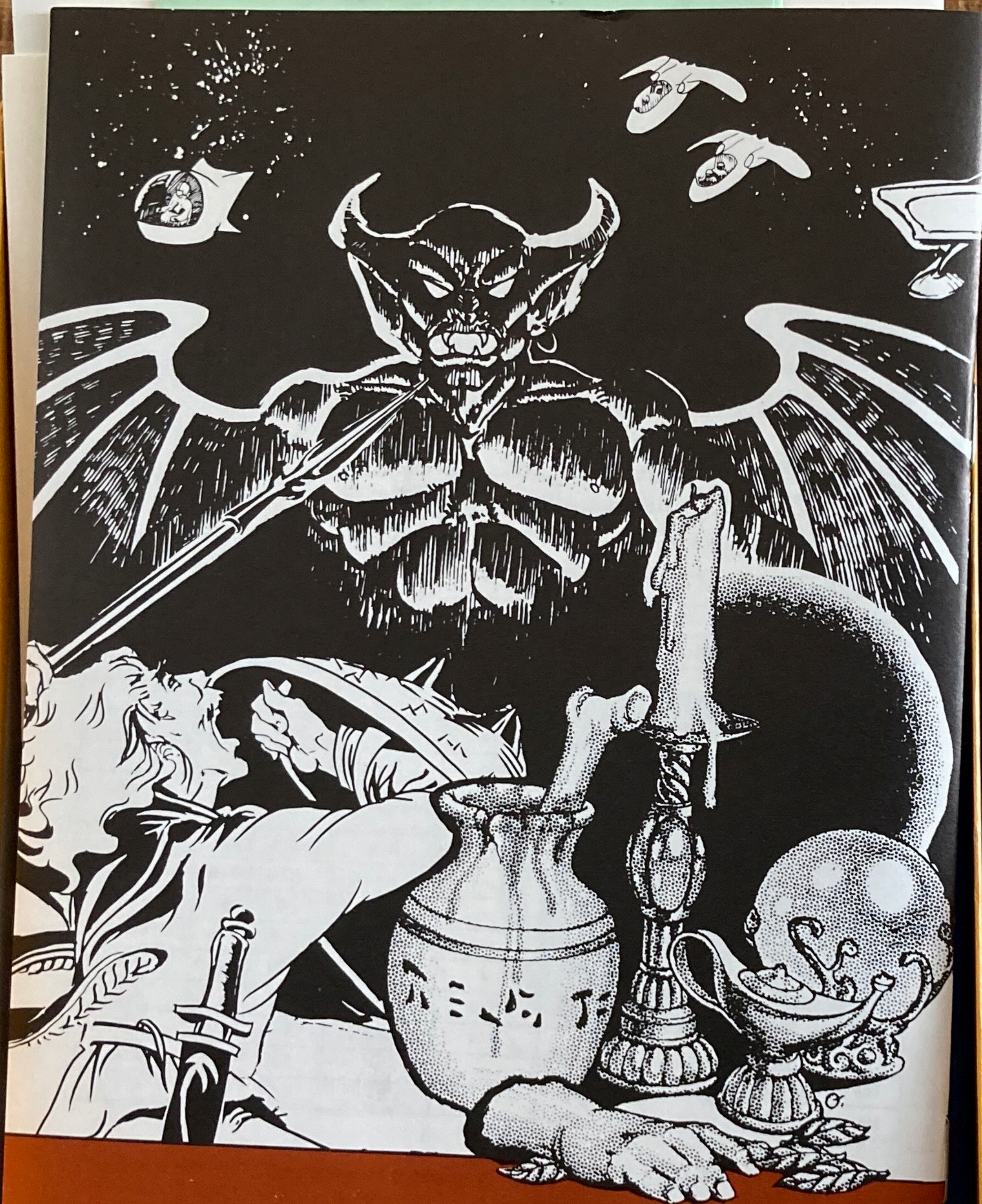
"play

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SUMMER
CATALOG
OF GAMES

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EPYX